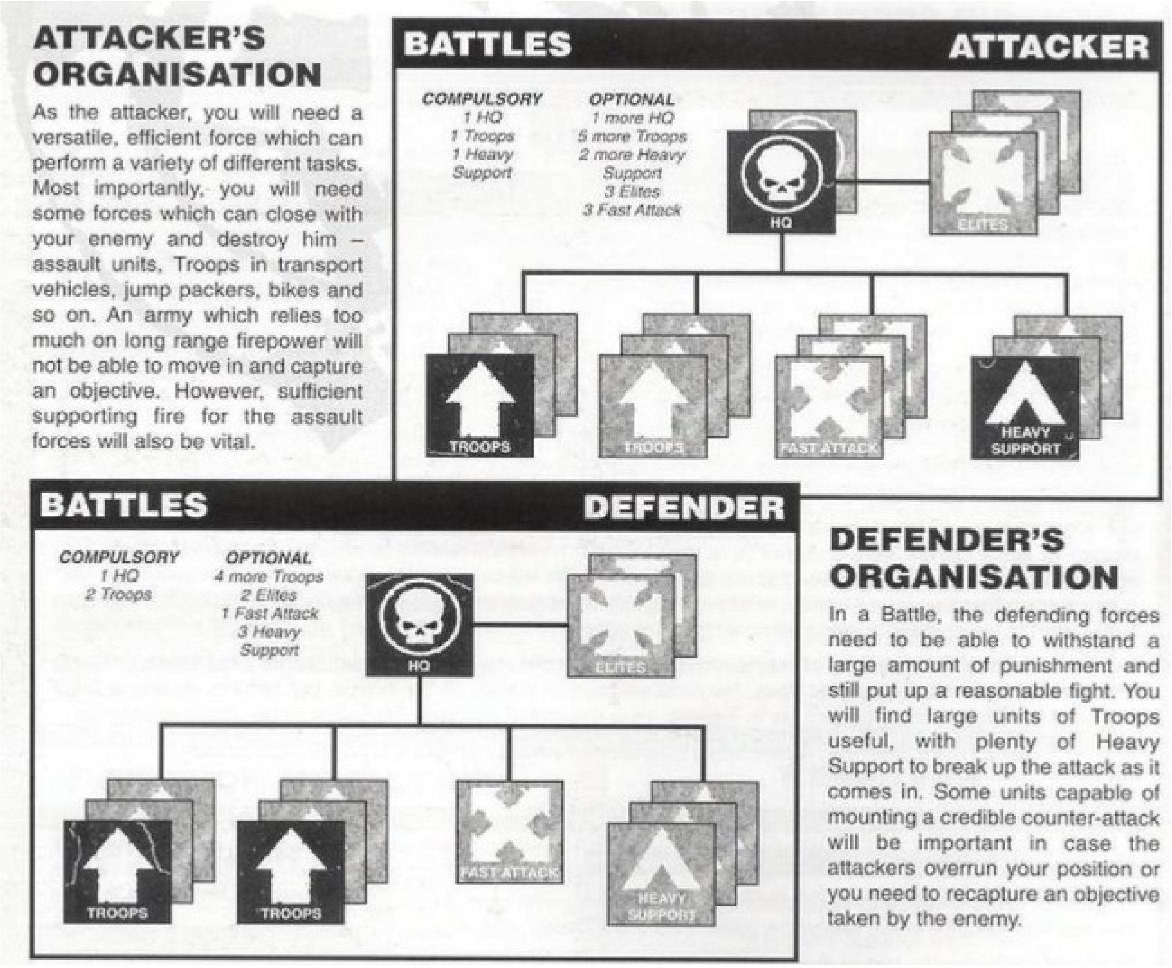
Battle Mission

Battle Mission Scenarios

Battle Missions pit one player against each other in a face to face struggle. Battles may be fought to capture a vital objective or annihilate the enemies forces in a sustained attack.

Objectives

Each mission has its own specified victory condition, secondary objectives are not used in Battle Missions



Forces

Both sides pick forces from the standard missions organisation chart to an agreed upon points value. You may either choose who will be attacker and defender or roll off with the winner choosing. Low's and Primarch's may not be taken in Battle Missions

Terrain

For Standard missions set up the terrain using any mutually agreeable method

Selecting a Mission

There are 3 battle missions. Roll a d6 to randomly determine which mission you will be required to undertake.

1-2. Take and Hold
3-4. Meat Grinder
5-6 Bunker Assault

Battle Mission Special rules

The missions contained in this pack have a number of special rules associated with them. These special rules are presented below

Special Rules

Standard Mission

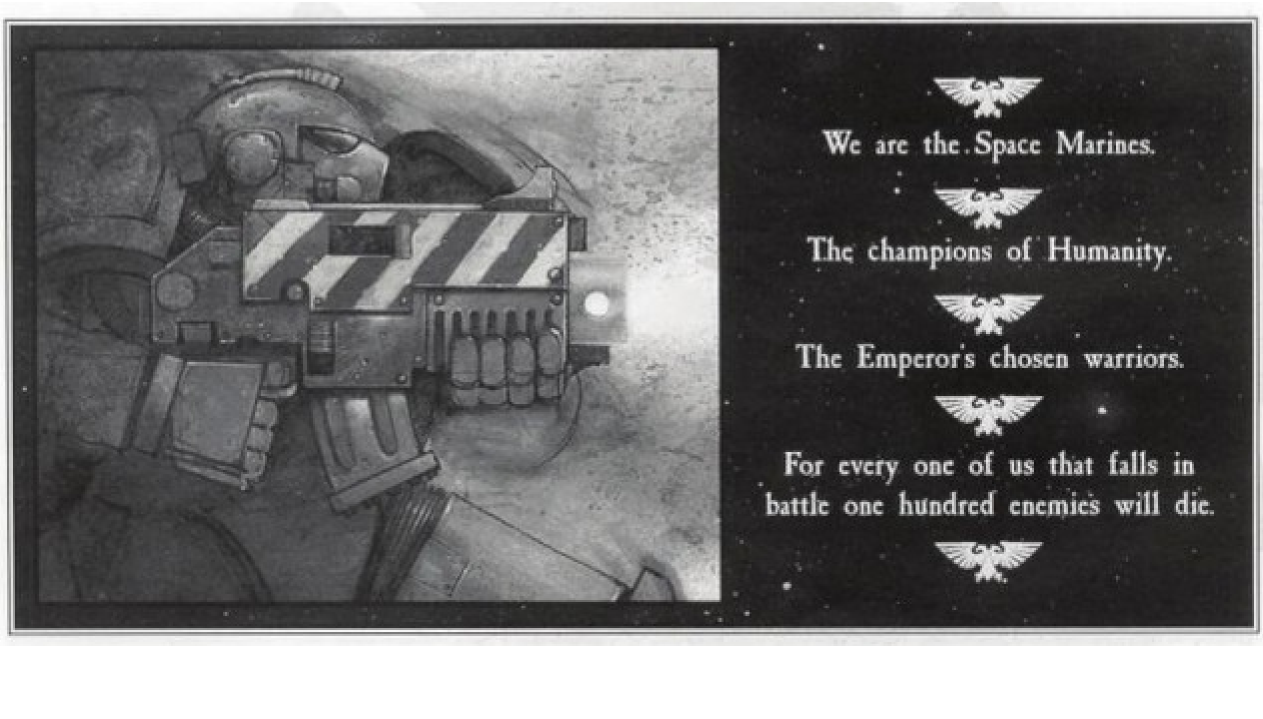
Random Game length - At the end of the 4th Turn roll a dice, on a 2+ there is a 5th turn for both players. At the end of the 5th Turn roll a dice, on a 3+ there is a 6th turn for both players and so on. If a roll is failed the game ends

	Turn 4	Turn 5	Turn 6	Turn 7	Turn 8+
Next turn on...	2+	3+	4+	5+	6+

Battle Mission

Preliminary Bombardment – Roll a d6 for each enemy non vehicle unit on the board. On a roll of a 6 that unit suffers a hit and receives d6 wounds at ap – which may be saved against as usual, that unit then must make a pinning check irregardless if the wounds cause casualties.

Sustained Attack – Any of the Attackers Troop's units that are destroyed may be replaced by an identically armed unit. This replacement unit moves onto the battlefield from the Attackers board edge at the start of their next turn. Dedicated Transports and attached characters (Apothecary's etc) are not returned to play.



Battle Mission
1. Take and Hold

Attackers Overview
Your force has been given a specific location to capture from the enemy

Defenders overview
Your force currently holds a location of vital strategic importance

Set Up

- Both players roll to determine Strategic Advantage, the player with Strategic Advantage can choose one of the long table edges as their table edge. The other player receives the opposite long table edge as their table edge.
- Both players roll a dice, the player with the highest roll chooses a piece of Terrain to be the objective. This piece of Terrain must be at least 24" from his own board edge and must be at least 12" from any other board edge. This piece of terrain is the attackers objective.
- The defender deploys any of his Troop or Heavy Support Choices within 12" of the objective and the rest of their army is placed in reserve. The player may place as many or as units as they like within 12" of this objective but they must place at least one unit.
- Units with the scout special rule may now move onto the board using their scout move.
- Units with a redeployment ability (Warlord trait, unit special rule et) may now move onto the board if they would be kept off the board as per the missions rules
- The attackers Infiltrators may now deploy as per their usual restrictions.
- The attackers army starts the game off the board and moves onto the board at the start of their movement phase up to their normal move characteristic and counting as having made a normal move
- The attacker has the first turn

Mission Objective
The player that controls the objective at the end of the game wins
Reserves
The Reserve Mission special rules is in effect for any of the attackers that deploy via an alternate deployment method (Deep strike, Subterranean assault etc). The Reserve Mission special rules are in effect for the Defenders whole force.
Game Length
Random Game Length

Line of Retreat
Units that are falling back will retreat to the nearest board edge of their deployment zone

Battle Mission
2.Meat Grinder

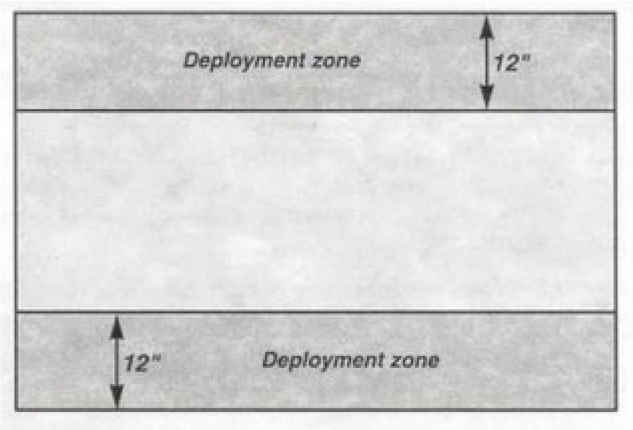
Attackers Overview
Your force has been given a specific location to capture from the enemy

Defenders overview
Your force currently holds a location of vital strategic importance

Scenario special rules
Sustained Attack

Set Up

- Both players roll to determine strategic advantage. The player with strategic advantage selects a a deployment zone. The other player takes the opposite deployment zone.
- Units must be deployed in the following order. Heavy support – Troops- Elites – HQ – Fast attack. No unit may be deployed within 24” of an enemy unit
- The player without strategic advantage deploys their first unit followed by their opponent. Players then alternate deploying units
- The player with strategic advantage takes the first turn unless the opposing player can Seize the Initiative



Mission Objective
The attacker seeks to annihilate the defender. The attackers wins the battle if no enemy units are left on the board at the end of the game. If the defender has any units left at the end of the game they win

Reserves
The Reserve Mission special rules is in effect

Game Length
Random Game Length

Line of Retreat
Units that are falling back will retreat to the nearest board edge of their deployment zone

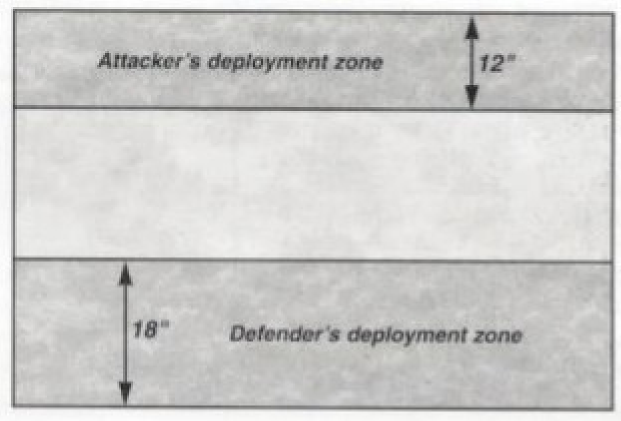
Battle Mission
3.Bunker Assault

Attackers Overview
Your force has been given the task of seizing enemy strong points

Defenders overview
Your force currently holds a location of vital strong points, hold at all costs!

Scenario special rules
Preliminary Bombardment

Set Up
- Roll off to determine who has strategic advantage. The player with strategic advantage selects which board side they want.
- The Defender selects three terrain pieces in their deployment zone and places an objective marker in each.
- The defender deploys any of his Troop or HQ choices into their deployment zone, they can deploy as many or few as they want but must deploy at least one unit. All other units are held in reserve
- The attacker deploys their force and then is allowed to make a Preliminary Bombardment against the defender.
- The player with strategic advantage takes the first turn unless the opposing player can Seize the Initiative



Mission Objective
The Attacker wins if they control more objectives at the end of the game than the defender, in any other result the Defender wins.

Reserves
The Reserve Mission special rules is in effect.

Game Length
This game lasts for 6 turns

Line of Retreat
Units that are falling back will retreat to the nearest board edge of their deployment zone